

ASSAULT SUITS

VALKEN

重装機兵ヴァルケン



INSTRUCTION MANUAL

SHVC-AV-1

Getting Started

Thank you for your purchase of the MASAYA Super Famicom software Assault Suits Valken. Prior to playing the game, please read this instruction manual carefully to ensure correct use of the software and keep it in a safe place for future reference.

Cautions for Use

- Make sure to unplug the AC adaptor from the power outlet after use.
- Play the game sitting as far as possible from the TV screen.
- When playing for extended periods, please take breaks of 10-15 minutes for every 1-2 hours of playtime.
- This is precision machinery. Do not use or store under extreme temperatures and avoid severe impacts. Do not disassemble.
- Do not touch the terminals with your fingers, get them wet, or otherwise get them dirty. This may lead to damage and malfunction.
- Do not clean with thinner, benzine, alcohol, or other volatile oils.
- Do not connect a Super Famicom to a projection TV (a TV that projects onto a screen). Doing so will cause residual images (screen burn) to occur.

STORY

In the year 2050, the world was plunged into unrest and conflict over the final vestiges of oil and other fossil fuels. The current European Community and Commonwealth of Independent States formed the European-Asian Federation, while the Americas, Japan, and parts of Southeast Asia formed the United States of Pacific Rim. With the world thus divided in two, both groups hurried to develop the surface of the moon. This was to install tactical beam cannons, allowing any point on the surface of the Earth to be attacked as desired.

In 2101, conflict erupted involving rights to mining on the moon and the construction of tactical beam cannons there. The flames of war spread far and wide, engulfing the moon, satellite orbit, the atmosphere, the ground, and the sea.

The main character, Jake Brain, belongs to an assault suit unit in the United States of Pacific Rim Space Force. He boards his AS-117 Valken assault suit and heads into the fires of battle—to see what difference one soldier can make.

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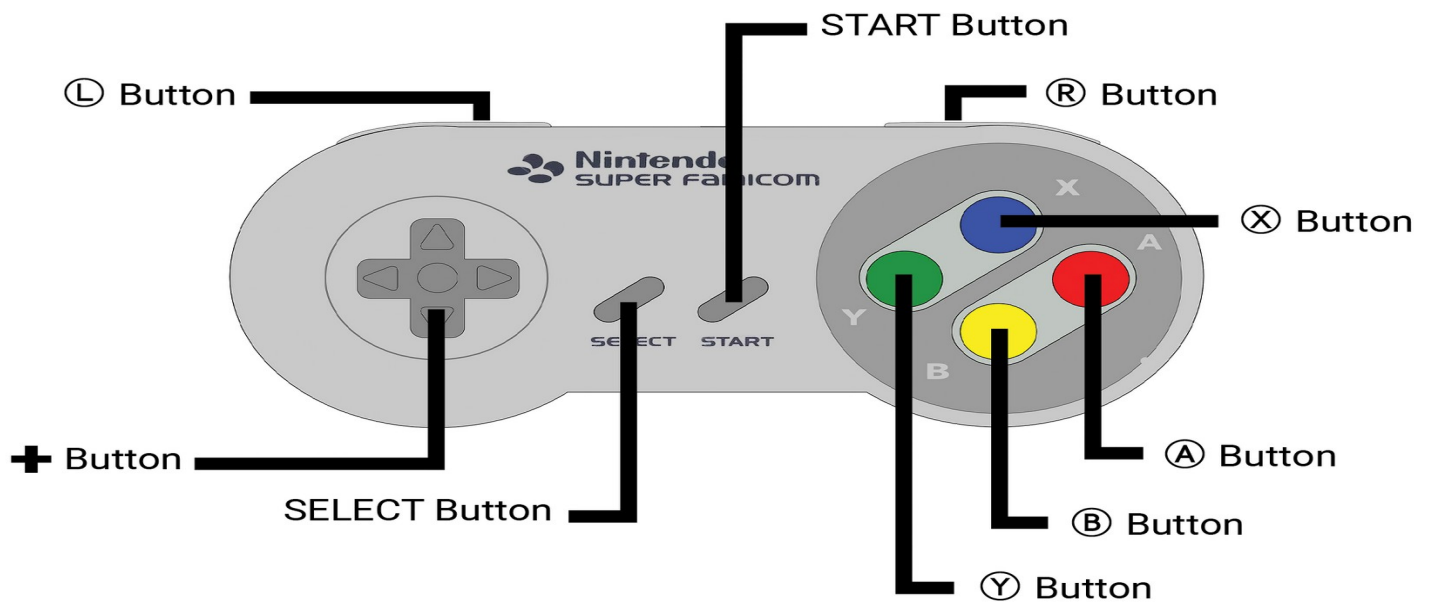
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BASIC CONTROLS



Press the START button during the opening to display the title screen. Then select "Game Start" to begin the game.

● CONTROLLER PARTS



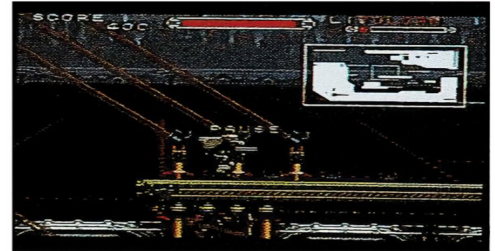
● CONTROLLER OPERATION

● + Button

Use left and right to move your Valken, and up and down to move its gun barrel up and down.

● START Button

Pause the game.
The map will be displayed when the game is paused.



● X Button

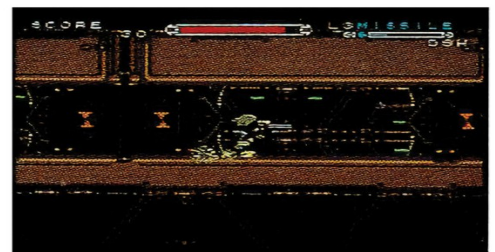
Switch weapons

● Y Button

Fire your weapon (hold down for successive fire with everything other than the punch).

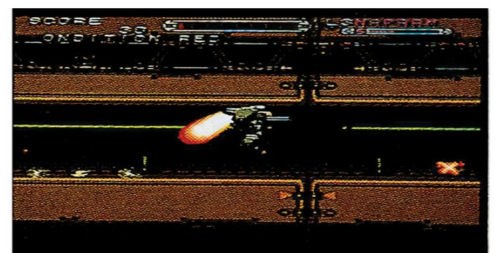
● A Button

Start a roller dash.



● B Button

Jump (hold down to use Verniers and hover temporarily).



● R Button

Hold down to guard with the shield.

● L Button

Hold down to fix the gun barrel in place.

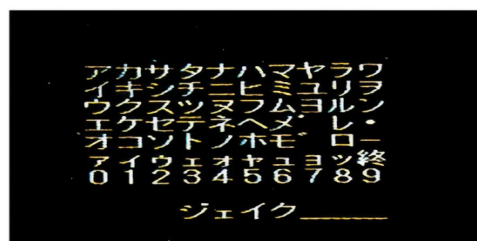
OPTIONS MODE



Select “Option” from the title screen to enter the options mode. Use up and down on the **+** button to move the cursor up and down and left and right to change the option settings. Press Y button to enter Name Entry mode. Press the START button to exit options mode.

NAME ENTRY

You can change the name of the main character. Enter any name you like. You can enter a name up to 7 letters or symbols long. Use the **+** button to move the cursor, the Y button to enter characters, the B button to delete one character, and the START button to end the mode.



MESSAGE

Set to “SLOW” and all messages will stop the game when they appear.

SOUND



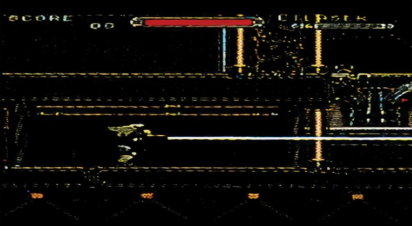

Switch between “STEREO” and “MONAURAL.”

CONTROL TYPE

Change the control pad button layout.

WEAPONS

The Valken has four weapons. The standard armaments are the Vulcan and punch, while the remaining two can be equipped by collecting W items. All the weapons can be powered up by collecting a certain number of P items. You also cannot use the laser or punch with the searchlight on.

VULCAN		A machinegun gun pod. Boasts rapid fire capabilities but must cease firing to reload. Leveling the Vulcan up will increase firepower, reduce reloading time, and allow the bullets to bounce off the terrain.
PUNCH		A close-range weapon involving the Valken punching toward the enemy. It requires energy to be charged first, meaning you can't punch repeatedly. Leveling the punch up will increase its firepower and range.
LASER		A laser cannon that pierces through foes. It needs time to charge its energy, meaning once the energy is drained you will be unable to attack for a while. Leveling up the laser will increase the thickness of the beam and boost its power.
MISSILE		A homing missile launcher. It only carries a small number of missiles, so you'll need to keep an eye on your ammo. Leveling up the missiles will increase their homing capabilities and rate of fire. They move slowly, meaning they struggle when fighting fast moving foes.

ITEMS

There are three types of items. They can be obtained by breaking item boxes found in the stages and sometimes by defeating enemies.



Recovers a certain amount of shield energy.



Powers up the weapon you are currently using.



Equips a new weapon (missiles, laser).

Grand Pacific Corp.

ASS-117A VALKEN (Valken)

Height 19.6 ft (5.96 m)

Frame Weight 9834.13 lb (4.465 t)

Equipped Weight (Base loadout only, including pilot)

10960 lb (5.024 t)

Max. Output 9.4 MW/h

Max. Speed 33 MPH (53km/h)

Drive Engine Diplos ASJ-411 Energy Ore Engine

Fixed Armaments HN-21 Explosive Cartridge Hard Knuckle (equipped on left and right underarm)

A punching mechanism that delivers an explosive cartridge via an underarm sliding section. Boasts incredible firepower in close combat against other AS and armored vehicles. The HN-21 equipped to the Valken is an upgrade of the original system.

Excess energy from the engine is routed to create an electromagnetic field that encloses the entire fist, not only increasing its destructive power but protecting the punching array from the shock of impact. During testing it is verified as having punched through 90mm composite armor.

Standard Layout Cryer wheels x2 (for highspeed movement, equipped on left and right ankles)

Ramjet engine x1 (back)

PCM antenna (head)

ECM antenna (back)

Searchlights (for fog and infrared. Lower body)

Periscope (upper body)

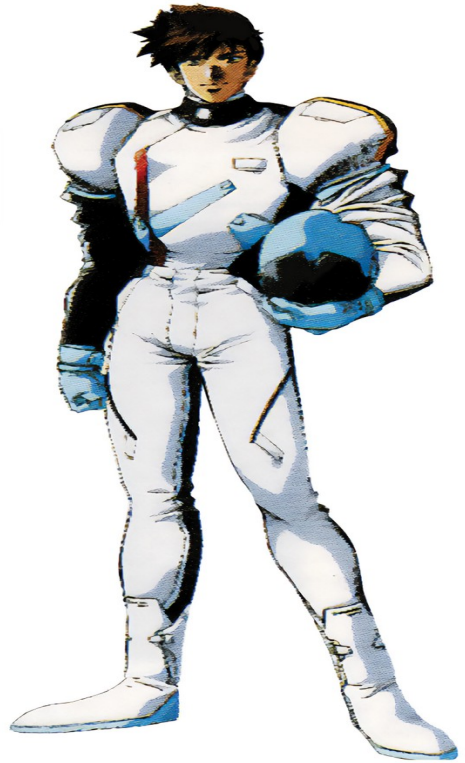
Shoulder armor (left and right shoulders)

PRINCIPLE CHARACTERS

United States of Pacific Rim

Lieutenant Jake Brain

The main character of the story. A pilot of the Valken assault suit and Captain of the 68th Assault Suit Squad. Posted to the Strike Landing Ship Versis. An incredibly skilled pilot trusted implicitly by those beneath him. Has a passionate personality but also keeps a cool head as squad captain.



Sergeant Major Claire Coral

The heroine of the story and main operator on the Versis. Handles multiple duties, from management of conditions onboard to transmitting orders to the assault suit squads. Fierce when on the job but actually has quite a laidback personality. Very popular among the Versis crew.

European-Asian Federation

Enemy Fortress Ark Nova Commander

General Geltz



Commander of the Ark Nova, the orbital base of off-world operations for the enemy. A cold and heartless man who thinks nothing of the lives of his subordinates in order to complete his mission.

Enemy President

President Schellmark



The highest authority of the enemy state. He wields not only political but also military power.

THE GAME SCREEN



- ① Score
- ② Shield energy
- ③ Current weapon and its level
- ④ Weapon meter Vulcan / Missiles . . . remaining ammo
Laser . . . remaining energy
Punch . . . charge energy
- ⑤ Indicator messages
- ⑥ Special equipment: displayed during use
- ⑦ Conversation messages
- ⑧ No. of P items required to level up

